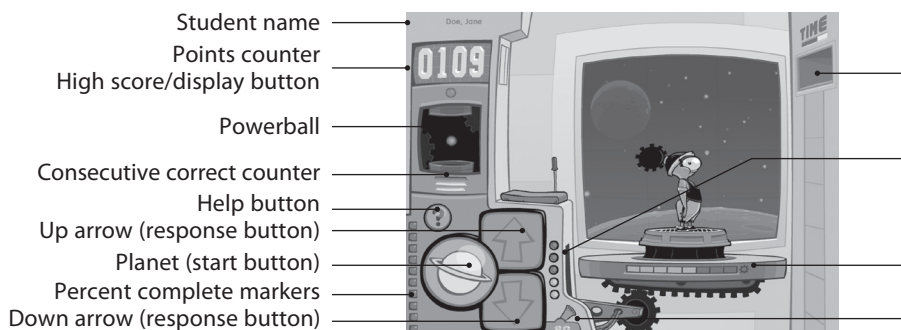


The five exercises in Fast ForWord Language to Reading v2 work together to provide additional practice with basic speech sounds while reading. The sound exercise, Jumper Gym, presents tonal sweeps using different frequencies, different sequences of multiple sounds, and different time durations. The word exercises present words either in isolation or in sentences with various levels of linguistic complexity.

The words and sentences in the exercises have been acoustically modified to stretch and emphasize the rapidly changing phonetic elements within natural speech. The exercises also reinforce recognition of graphemes, the letters that represent phonemes, and visual tracking, to support left-to-right reading patterns.

JUMPER GYM



Object	Help Tumbalina, the gymnast, perform tumbling tricks by correctly identifying sequences of sound sweeps.
Task	Click the start button to hear a sequence of sound sweeps. Then click the up or down arrow to identify the sequence of sound sweeps heard.
Coach Tips	<ol style="list-style-type: none"> 1. Answer AFTER the tones are presented. 2. Two tones = two clicks, three tones = three clicks. 3. Encourage students to close their eyes and use the keyboard short cuts. 4. Help students understand the consecutive correct counter. 5. Jumper Gym presents sequences of two sound sweeps, then progresses to sequenced of three, four and five sound sweeps.
Keyboard Shortcuts	Start button – left arrow or space bar Up and down arrows – up and down arrow keys

TOMB TREK

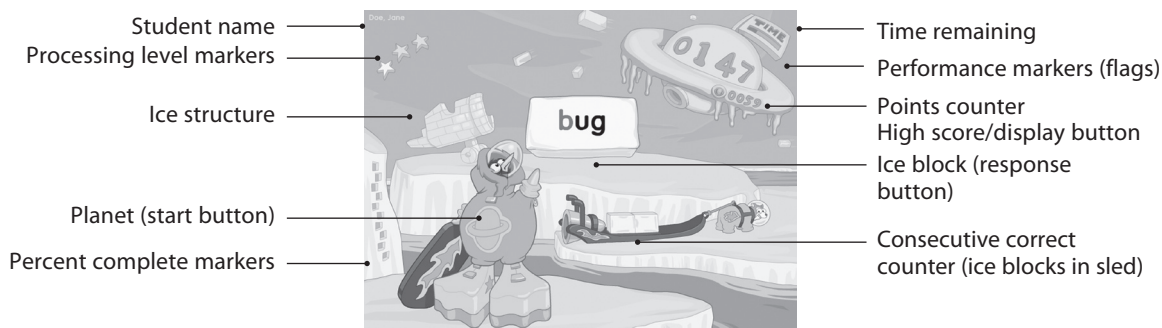
Word



Object	Move Granny into new rooms by identifying a pronounced target word when presented in a sequence of two pronounced and written words.
Task	Click the start button to hear the target word. Then listen to the next two words and watch them appear on the scrolls. Click the scroll that presents the initial target word.
Coach Tips	Repeat the target word each time the distracter word is given. Students may benefit from closing their eyes when listening to the words. The goal is to move Granny to new rooms, ending in the treasure room.
Keyboard Shortcuts	Start button – down arrow or space bar Bricks, in the Fluency Round, left to right – number keys 1, 2, 3, 4, 5 Left and right scrolls - left and right arrow keys

POLAR PLANET

Word



Object	Build ice sculptures by identifying a pronounced target word when presented in a series of pronounced and written words.
Task	Click the start button to hear the target word pronounced. Click the ice block that displays the targeted word.
Coach Tips	Remind students of the Fluency Round. Watch for all three stars to be lit up which means the student is working in the highest level. Continuous correct trials helps build the ice sculpture and gets a flag to appear on the ice planet.
Keyboard Shortcuts	Start button – space bar Target word – up arrow

COSMIC READER

Word



Object	Listen to a story and then answer questions and follow instructions.
Task	A story is presented with four chapters. Each chapter includes three activities: listening comprehension, language comprehension and following directions.
Coach Tips	1. Remind students that they will be doing different activities within this exercise. 2. Student may need help with some of the vocabulary. 3. There are four chapters in each story.
Keyboard Shortcuts	Start button – space bar Responses in Listening & Language Comprehension – number keys 1, 2, 3, 4

PAINT MATCH

Word



Object	Match all the words into pairs using the fewest clicks.
Task	Click a paint tube and listen to the word. Click the other paint tubes to find the match. Confirm the match by clicking the first paint tube again.
Coach Tips	Compare this exercise to the game, Concentration. Teach students to work in a pattern: left to right, top to bottom. Remind students that the fewer clicks, the more bonus points will be earned. At times, it will be necessary to click three times to match two paint tubes. When all the paint tubes have been matched, the remaining tokens are awarded as bonus points.